



# Bridgewater State Intramurals

## Dodgeball Rules

### General Rules

1. In order to be eligible to participate, all players MUST present his/her current, valid Bridgewater State University Connect Card. Individuals who are unable to provide a current, valid BSU Connect Card may present a photo ID along with their class schedule. Both forms of identification must be presented in place of your BSU Connect Card.
2. Only a team's designated captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
3. The supervisor on duty reserves the right to remove any player from competition who has violated any BSU Intramural Policy or Rule and/or endangered any player or Intramural staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from the Intramural sports league. Supervisors also have the authority to end a game.

### Team Composition and Substitutions

1. Players can compete on only one team regardless of league classification.
2. Co-Rec League - Teams can consist of all men, all women, or a combination.
3. A maximum of ten (10) players are allowed on each roster.
4. A full team consists of six (6) players on the court. A team must have four (4) players to start a game. If a team does not have four players to start a game, it will constitute a forfeit.
5. Any players arriving late for the match, will be checked in, but cannot enter until the next immediate game.
6. Players must arrive by the middle of the match in order to play. Any players arriving after half of the match time has expired will not be allowed to play for that game. Since matches are 30 minutes, players must arrive before 15 minutes has expired on the clock.
7. Team rosters will be formed based on the players who are added to the roster online before the deadline date to add players has expired; no new players can be added after that deadline. For players to be eligible to play, they must be added to the team roster on IM Leagues and sign the liability waiver.
8. In order for a player to be eligible for playoffs, he/she must participate in at least HALF of the regular season games for that team.
9. Substitutions can only be made between new games. No substitutions can be made during a time-out or in the event an active player is injured and unable to continue.



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10. Any player who is injured or bleeding, has an open wound, or has an excessive amount of blood on the uniform must leave the game.

### Equipment and Playing Field

1. The Campus Recreation Staff will provide the dodgeballs for competition.
2. Individual Player Equipment must meet the following requirements:
  - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
  - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
  - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
  - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.
  - e. Shoes: All players must wear a clean pair of non-marking sneakers. Any type of shoe that the official deem unsafe is prohibited. Sandals, socks, and bare feet will not be permitted.
3. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue, nose or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Jewelry that is unable to be taken off is allowed to be taped. Players who fail to remove or tape jewelry are subject to ejection.
4. Games will take place in the Adrian Tinsley Center.
  - a. The playing field will be within the basketball court boundary (black) lines.
  - b. Players and dodgeballs within the boundary lines are in play.
  - c. The dividing line for teams will be the division line (half-court) of the basketball court.
  - d. End lines and sidelines are out of bounds.
  - e. If an individual touches a "line" on the court during play, he or she is out of bounds thus eliminated.

### Reduction of the Playing Field

1. When both teams have three or less players remaining: The playing field will "shrink" to the badminton (white) lines.



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### Game Timing and Scoring

1. GAME TIME IS FORFEIT TIME! Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
2. Matches will last for 30 minutes and consist of a best of 7 game series. The first team to win four (4) games is declared the winner. Playoffs will consist of a best of 9 game series.
3. Any team that forfeits a game, their opponent will be awarded the amount of points awarded per mercy rule (4 points), since it is a best of 7 series.
4. Each game will last up to five (5) minutes running clock or until six (6) players from one team have been eliminated.
5. The first team to eliminate all opposing players will be declared the winner of the game. If neither team has been eliminated at the end of regulation, the team with the greater number of remaining players will be declared the winner.
6. In the event of a tie at the end of regulation, an overtime period will follow.
7. In all overtime periods, the first team to legally eliminate any one opposing player will be declared the winner.
8. Each team will be allowed one (1) 30 second timeout per match. Time-outs can only be called in between games, and only active participants can call a time-out.

### Playing Rules

1. The game begins by placing six (6) dodge balls along the centerline, three (3) on each side.
2. Players will take a position on their respective half behind the end line. All players must have both feet behind the line prior to the start.
3. The official will signal the start of the game. Teams may only retrieve balls placed on their side of the centerline. If a player crosses the centerline while retrieving a ball, they will be declared out.
4. If a team does not retrieve some or any of their balls, the opposing team may not retrieve those balls at any time during the game.
5. Dodgeballs will not be considered "live" until a player in possession of a dodgeball carries it behind the attack line (blue line closest to the centerline).



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6. Once a dodgeball is carried behind the attack line, it can then be thrown in order to eliminate an opposing player.
7. Players must be “actively” participating during the game. Any players the official/s deem to not be “active” during a game will be given a warning, as well as the team. A second warning to a player or team in one match will result in the inactive player being eliminated (out).
8. Players are not permitted to “stall.” Any player stalling will be given a warning by the official/s and that player will have 5 seconds to either retrieve a dodgeball and make a throw or throw the dodgeball that they have possession of.
  - a. A player will be issued a “stall” warning when he/she is in possession of a dodgeball and has continued to hold onto it for an excessive amount of time in a deliberate attempt to not throw a ball.
  - b. A “stall” warning will also be issued if a player who does not have possession of a dodgeball and does not make an effort to attain a dodgeball on his/her side of the court and to throw it at an opponent.
9. A player cannot continuously roll a dodgeball back to the opposing team’s side unless the purpose is so that player’s team does not possess all dodgeballs.
10. If the leading team controls all of the balls they must make a legitimate effort to get at least one ball across the attack line and into the opponent’s backcourt. If an effort is not made, a 5 second violation will be called, and a player from that team will be automatically eliminated.
11. Players cannot be in possession of more than one (1) live dodgeball. Exception: Rule #3 when retrieving balls from the centerline and when there is only one player remaining on the team.
12. Players are prohibited from using props or personal equipment deemed unsafe by the Intramural Sports Staff, hide dodgeballs under their shirt and lift or carry another player in order to help them catch a dodgeball or gain an advantage.
13. Players may not intentionally kick the ball at any time. Violation of this rule will result in the automatic elimination of the offending player.
14. The object of the game is to eliminate all opposing players either by hitting them with a live thrown dodgeball or catching their live thrown dodgeball.
15. All dodgeballs are considered live until they hit the floor, wall, curtain, another ball, or leave the boundaries of the playing field.
16. A player is eliminated if he/she is hit by a live thrown dodgeball from the opposing team anywhere on their body, including their head.
  - a. If a live thrown dodgeball deflects off a player and the ball is going out of bounds, the player is not allowed to go out of bounds in an attempt to catch the ball. The player is declared out regardless.



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- b. If a live thrown dodgeball deflects off a player and hits another player prior to hitting the floor, then each player hit is eliminated from the game.
  - c. If a live thrown dodgeball deflects off a player and is caught in the air by another player, the thrower is eliminated and the player the ball deflected off is not eliminated.
17. If a player catches a live thrown dodgeball, the thrower is out.
18. Players are allowed to deflect opposing thrown dodgeballs with a dodgeball in their possession.
  - a. Once the thrown ball comes into contact with the held ball, the thrown ball is no longer live.
  - b. If a dodgeball is caught after a deflection with a ball, no player is eliminated.
  - c. If a player in possession of a dodgeball loses possession in an attempt to deflect a thrown dodgeball, he/she will be eliminated.
19. If a player is holding a ball, they may drop the ball they had possession of in order to catch a ball being thrown at them.
20. Players are not allowed to cross over the center line onto the opposing team's side.
  - a. Any player who crosses the center line, for any reason, and makes any contact with the opposing team's side will be eliminated. If a player crosses the center line making a throw and the dodgeball hits an opposing player, the player hit will remain in the game.
  - b. Suicide Rule: If a player jumps in the air crossing over the center line to make a throw and hits an opposing player, that player will be eliminated. The player making the throw will be eliminated once they land on the opposing team's side.
21. Half-Court Shot Rule – If the ball goes into the opposing basket, the rest of team can come back into the game. If the shot does not hit anything, it can be caught and the thrower will be eliminated.
  - a. If the ball hits off the backboard or rim without going into the hoop, the ball is declared dead.
  - b. Players cannot grab the ball that is thrown in the air approaching the rim (Goaltending – basket will count and all players on the team that made the basket will re-enter the game).
  - c. Players cannot throw a ball at a thrown ball which its goal was an attempt to make the half-court shot. If contact is made with the thrown ball, all players on the team that threw the ball will re-enter the game.
  - d. If the ball hits the support beam or black strap and goes in the basket, the basket will count and all players on the team that threw the ball will re-enter the game.
22. When throwing the ball at the other team, a player may not step over the division line.
  - a. A violation of this rule will result in the player being eliminated.
23. Once a player is eliminated, he/she must place any ball in his/her possession on the floor and immediately move completely off the court. He/she may not throw or kick a ball once eliminated. Violations of these rules will result in a personal foul in which another player from the team charged with the violation is automatically eliminated.



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### Area of Eliminated Players

1. Eliminated players may pass an out of bounds ball to their own team but may not throw a ball at the opposing team or “hold” a ball. If an eliminated player holds a ball the official/supervisor will warn them to throw it to a teammate or roll it onto the court. If they do not comply within 5 seconds after this warning, one of their teammates will be eliminated by the opposing team’s choice.

### Dodgeball Retrieval

1. Players not eliminated may leave the boundaries to retrieve stray balls ONLY if no one on their team is eliminated or sitting out that game. Players must leave and enter the playing field through the base line in order to retrieve stray balls. A player is not eligible to be eliminated while out of bounds.
2. Players retrieving dodgeballs are considered out of bounds when one foot touches outside the playing surface and will be considered inbounds as soon as his/her both feet touch the floor inbounds.
3. If a player on your team is eliminated, they will be the only one allowed to retrieve a dodgeball out of play from those who participated in that game.
4. Eliminated players who retrieve dodgeballs cannot hold the dodgeball and must roll it onto the playing field as soon as possible.
5. A player may reach over the division line to get a ball as long as no part of his/her body touches the other side.

### General Rule for all Intramural Sports

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's officials or the Intramural sport supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural captains and players should consider this rule their warning not to play in a dangerous or reckless manner. Each team must strictly adhere to the BSU Sportsmanship rating system.